



WELCOME TO ATHAS: A QUICK PLAYER'S PRIMER

The world of the *DARK SUN Campaign Setting* is unique in several ways. Many familiar trappings of the DUNGEONS & DRAGONS game are missing or turned on their heads. Athas is not a place of shining knights and robed wizards, of deep forests and divine pantheons. To venture over the sands of Athas is to enter a world of savagery and splendor that draws on different traditions of fantasy and storytelling. Simple survival beneath the deep red sun is often its own adventure.

Newcomers to Athas have many things to learn about the world, its people, and its monsters, but the following eight characteristics encapsulate the most important features of the *DARK SUN* campaign setting.

The World is a Desert: Athas is a hot, arid planet covered with endless seas of dunes, lifeless salt flats, stony wastes, rocky badlands, thorny scrublands, and worse. From the first moments of dawn, the crimson sun beats down from an olive-tinged sky. Temperatures routinely exceed 100 degrees by midmorning and can reach 130 degrees or more by late afternoon. The wind is like the blast of a furnace, offering no relief from the oppressive heat. Dust and sand borne on the breeze coat everything with yellow-orange silt. In this forbidding world, cities and villages exist only in a few oases or verdant plains. The world beyond these islands of civilization is a barren wasteland roamed by nomads, raiders, and hungry monsters.

The World is Savage: Life on Athas is brutal and short. Bloodthirsty raiders, greedy slavers, and hordes of inhuman savages overrun the deserts and wastelands. The cities are little better; each chokes in the grip of an immortal tyrant. The vile institution of slavery is widespread on Athas, and many unfortunates spend their lives in chains, toiling for brutal taskmasters. Every year hundreds of slaves, perhaps thousands, are sent to their deaths in bloody arena spectacles. Charity, compassion, kindness—these qualities exist, but they are rare and precious blooms. Only a fool hopes for such riches.

Metal is Scarce: Most arms and armor are made of bone, stone, wood, and other such materials. Mail or plate armor exists only in the treasuries of the sorcerer-kings. Steel blades are almost priceless, weapons that many heroes never see during their lifetimes.

Arcane Magic Defiles the World: The reckless use of arcane magic during ancient wars reduced Athas to a wasteland. To cast an arcane spell, one must gather power from the living world nearby. Plants wither to black ash, crippling pain wracks animals and people, and the soil is sterilized; nothing can grow in that spot again. It is possible to cast spells with care, avoiding any more damage to the world, but defiling is more potent than preserving. As a result, sorcerers, wizards, and other wielders of arcane magic are generally reviled and persecuted across Athas regardless of whether they preserve or defile. Only the most powerful spellcasters can wield arcane might without fear of reprisals.

Sorcerer-Kings Rule the City-States: Terrible defilers of immense power rule all but one of the city-states. These mighty spellcasters have held their thrones for centuries; no one alive remembers a time before the sorcerer-kings. Some claim to be gods, and some claim to serve gods. Some are brutal oppressors, where others are more subtle in their tyranny. The sorcerer-kings govern through priesthoods or bureaucracies of greedy, ambitious templars, lesser defilers who can call upon the kings' powers.

The Gods are Silent: Long ago, when the planet was green, the brutal might of the primordials overcame the gods. Today, Athas is a world without deities. There are no clerics, no paladins, and no prophets or religious orders. In the absence of divine influence, other powers have come to prominence in the world. Psionic power is well known and widely practiced on Athas; even unintelligent desert monsters can have deadly psionic abilities. Shamans and druids call upon the primal powers of the world, which are often sculpted by the influence of elemental power.

Fierce Monsters Roam the World: The desert planet has its own deadly ecology. Many creatures that are familiar sights on milder worlds have long since died out or never existed at all. Athas has no cattle, swine, or horses; instead, people tend flocks of erdlus, ride on kanks or crodlus, and draw wagons with inixes and mekillots. Wild creatures such as lions, bears, and wolves are almost nonexistent. In their place are terrors such as the id fiend, the baazrag, and the tembo.

Familiar Races Aren't What You Expect: Typical fantasy stereotypes don't apply to Athasian heroes. In many DUNGEONS & DRAGONS settings, elves are wise, benevolent forest-dwellers who guard their homelands from intrusions of evil. On Athas, elves are a nomadic race of herders, raiders, peddlers, and thieves. Halflings aren't amiable river-folk; they're xenophobic headhunters and cannibals who hunt and kill trespassers in their mountain forests. Goliaths—or half-giants, as they are commonly known—are brutal mercenaries that serve as elite guards and enforcers for the sorcerer-kings and their templars in many city-states.

DUNGEONS & DRAGONS

ENCOUNTERS™

DARK SUN PLAY TRACKER: CHAPTER 1

Note: For this season of D&D Encounters, you must use one of the characters provided. You cannot bring your own character.

CHARACTER NAME:	PLAYER NAME:
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SESSION 1 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 2 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 3 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 4 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 5 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

END OF THIS CHAPTER	
Total Gold ____ Total Renown ____	
Other Notes _____	
Level your character to 2nd level. See your organizer or DM for your leveling information.	

RENOWN POINT AWARDS

Many accomplishments are awarded only once per season. Check off those accomplishments as they are earned below. The amount of points earned for each accomplishment is available on the Renown Point Tracker and will be awarded by your DM. When you earn 10 Renown Points, you receive the **Delver Reward**. At 35 Renown Points, you qualify for the **Explorer Reward**. At 60 Renown Points, you qualify for the **Adventurer Reward**. Check with your organizer or DM for more details.

Complete an Encounter 1/Session
Hit a Milestone 2/Chapter
Moment of Greatness 1/Chapter

Use the Reckless Breakage Rule
Survive 10+ Sessions without Dying
Take 50 Enemy Damage in 1 Session
Complete All Quests

<input type="checkbox"/> Revive a Dying Adventurer Ally	<input type="checkbox"/>
<input type="checkbox"/> Hit for 15+ Damage vs. 1 Enemy	<input type="checkbox"/>
<input type="checkbox"/> Kill 3 Minions in 1 Attack	<input type="checkbox"/>

DUNGEONS & DRAGONS

ENCOUNTERS™

DARK SUN PLAY TRACKER: CHAPTER 2

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CHARACTER NAME:	PLAYER NAME:
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SESSION 6 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 7 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 8 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 9 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 10 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

END OF THIS CHAPTER	
Total Gold ____ Total Renown ____	
Other Notes _____	
Level your character to 3rd level. See your organizer or DM for your leveling information.	

RENOWN POINT AWARDS

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DUNGEONS & DRAGONS

ENCOUNTERS™

DARK SUN PLAY TRACKER: CHAPTER 3

Note: For this season of D&D Encounters, you must use one of the characters provided. You cannot bring your own character.

CHARACTER NAME:	PLAYER NAME:
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SESSION 11 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 12 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 13 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 14 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

SESSION 15 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____	Starting Renown ____ Renown Gained ____ Total Renown ____
Notes (Including Treasure Gained) _____	
DM Name _____	

END OF THIS SEASON	
Total Gold ____ Total Renown ____	
Other Notes _____	
Congratulations on completing <i>Fury of the Wastewalker!</i>	

RENOWN POINT AWARDS

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